



Faculty of Computer Science and Information Technology

YEE-EVENT: A MOBILE APPLICATION FOR UNIMAS EVENT MANAGEMENT

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Bachelor of Computer Science with Honours (Computational Science)

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This project is submitted in partial fulfillment of the
requirements for the degree of Bachelor of Computer
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**YEE-EVENT: SATU APLIKASI MUDAH ALIH UNTUK Pengerusan Aktiviti
DALAM UNIMAS**

YAP BING WEI

Projek ini merupakan salah satu keperluan untuk
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Abstract

University is a high-level educational institution which provides the student with a good learning environment. There are a lot of organizations and events in a university provided for students. Students will be able to gain a series of benefit by joining an event. An Event Managing System is a platform that allows users to retrieve the latest information of an event. Questionnaire was used to get the requirements to design and develop the proposed application. The purpose of this project is to develop a mobile application event managing platform for the UNIMAS community to allow events information to always reachable to users. This project will store data of all organization and its event so that users will be able to view through the valuable data from time to time.

Abstrak

Universiti adalah institusi pendidikan peringkat tinggi yang menyediakan pelajar dengan persekitaran pembelajaran yang baik. Terdapat banyak organisasi dan aktiviti di sebuah universiti yang telah disediakan untuk para pelajar. Pelajar akan memperoleh banyak kebaikan dari penyertaan aktiviti-aktiviti tersebut. Sistem Pengurusan Aktiviti adalah satu platform yang membolehkan pengguna untuk mendapatkan maklumat terkini mengenai sesuatu aktiviti. Soal selidik telah digunakan untuk mendapatkan keperluan membina dan merekabentuk projek ini. Tujuan projek ini adalah untuk membina satu platform pengurusan aktiviti untuk komuniti UNIMAS untuk membolehkan pengguna sentiasa dapat mencapai maklumat untuk organisasi atau aktiviti. Projek ini akan menyimpan data semua organisasi dan aktivitinya supaya pengguna dapat menggunakan data-data yang penting ini dari semasa ke semasa.

Chapter 1 Introduction

1.1 Introduction

UNIMAS is a university that are ranked 201 in The Times Higher Education University Impact Rankings in 2019. As of 2019, there are around 13517 students and more than 100 organizations in UNIMAS. For example, there are organization like AIESEC UNIMAS, Badan Budaya UNIMMAS (BAYU) and UNIMAS Kayak Team (UKT). All these organizations are founded to cultivate the future leader and encourage unity among students from different background, race and culture.

To maintain the sustainability of the organization, a series of events must be funded and promoted to the UNIMAS community. Every organization will have their own main event, at least once a year. Currently, the organization committee are using word of mouth and social media as a medium to promote their events. By involving in the events, attendee will be able to expand their social network and improve their soft skill.

Therefore, this project proposed to design and develop a Mobile Application for UNIMAS Event Management for UNIMAS community. This application will be a centralized platform for all UNIMAS community as a medium to promote and keep themselves updated with all the information of organization and activities in the campus.

1.2 Problem Statement

UNIMAS has provided the students with a healthy learning environment. There are a lot of organizations and events in the campus that allow the students to be involve in.

However, students in UNIMAS do not have enough awareness to the organization and the upcoming events that are available in the campus as there is no platform that generalized the

information. The information can only be reach to the students from different source of medium. There are platforms like “UNIMAS NOW” for the students but it does not provide any information about the organizations and upcoming events in the campus. Despite the fact, organizations prefer to use social media platform like “Facebook” and “WhatsApp” to promote their upcoming events. Therefore, the students must always be alert to the platform in order to catch up the latest news. Many students report that they are unable to receive the latest news of their interested organization and their events. Others report that they only aware the existing of an organization after they graduate.

Therefore, this project proposes to create an event platform that will make all organization and their event always available to the students, so that students will be able to follow up their interested organization from time to time.

1.3 Objectives

The objectives of this project are:

- To design and develop an event platform mobile application and web application.
- To evaluate the usability of the application to the students.
- To integrate all the organizations and upcoming events in the campus.

1.4 Methodology

This project is carried out by using Rapid Application Development (RAD) as it's software development methodology. RAD is a methodology that heavily emphasizes rapid prototyping and iterative delivery. This methodology is chosen because the requirements might be uncertain and the time for the project planning are limited, prototypes will be able help the increase the usability of the final product with the assist of user's feedback and expectation. There are 4 phases in RAD,

which are Requirements Planning Phase, User Design Phase, Construction Phase and Cutover Phase.

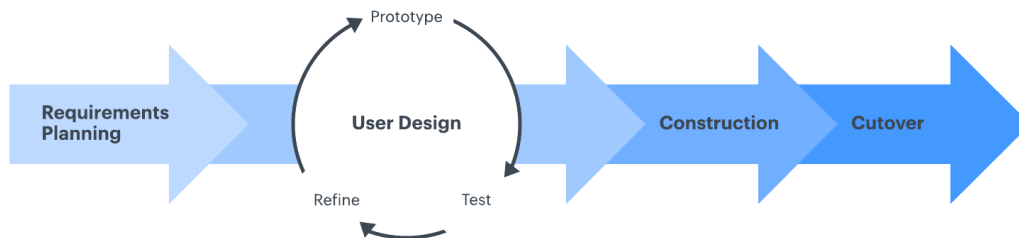


Figure 1.1 Rapid Application Development Methodology (Lucidchart, 2018)

1.4.1 Requirements Planning

In this phase, a research on the current problem is carried out. Requirements are identified and collected from stakeholders. A mutual understanding between developer and stakeholders will be reached based on the finalizing requirements.

1.4.2 User Design

The user design phase is also known as the prototyping cycle. In this phase, prototypes are created and updated based on the stakeholder's requirements and feedbacks. Each prototype will be delivery to the stakeholders for testing and feedback will be gathered to improve and ensure the prototype meet their expectations.

1.4.3 Construction

In this phase, development and testing will be focused. A final working model will be constructed and undergoes a beta testing by a group of testers. All feedback for the testers will be considered

and the model will be refined to ensure the usability of the final product satisfies the user's expectations and the project objectives.

1.4.4 Cutover

The last phase is also known as the implement phase. In this phase, once all stakeholders approved the final product, implementation is officially done, and the application will be released.

1.5 Scope

This project will create an organization social media platform system of all UNIMAS community and will consist of a mobile application and a dashboard webpage. This project is created to allow user to always reachable to all organization and all upcoming event in UNIMAS campus. This project is develop based on Android Operating System only. Lastly, users of this project are limited to all community in UNIMAS.

1.6 Significant of Project

The purpose of this project is to expose students to all organization and upcoming event that they interested in through this platform. Students will be able to receive notification for upcoming event and ongoing event.

Furthermore, this project also purposed to help organization to promote their organization and their upcoming event. Organization will able to promote their organization and events.

Overall, all UNIMAS community will be updated by the news of any organization in the campus they interest in.

1.7 Expected Outcome

This project aims to create a mobile application platform that allow the users to view all organizations and their upcoming events in the campus. This project also aims to create a good

user experience mobile application. Users will also be able to promote and follow up the latest details of their interested organization or events.

1.8 Project Schedule

Task Name	Duration	Start	Finish
Final Year Project 1	121 days	Fri 9/13/19	Sat 1/11/20
Identify Project Supervisor and Project Title	5 days	Fri 9/13/19	Tue 9/17/19
Brief Proposal	8 days	Tue 9/17/19	Tue 9/24/19
Full Proposal	21 days	Sat 9/28/19	Fri 10/18/19
Chapter 1: Introduction	10 days	Wed 10/16/19	Fri 10/25/19
Chapter 2: Literature Review	22 days	Sat 10/26/19	Sat 11/16/19
Chapter 3: Methodology	23 days	Wed 11/13/19	Thu 12/5/19
Walk Through Design (User Interface)	21 days	Sat 11/16/19	Fri 12/6/19
FYP 1 Report	7 days	Sun 12/8/19	Sat 12/14/19
FYP 1 Presentation Slides	3 days	Sun 12/15/19	Tue 12/17/19
FYP 1 Symposium	2 days	Tue 12/17/19	Wed 12/18/19
Modification and amendment of FYP 1	9 days	Thu 12/19/19	Fri 12/27/19
Compilation of FYP 1 Report	5 days	Tue 12/31/19	Sat 1/4/20
Completed FYP 1	7 days	Sat 1/4/20	Fri 1/10/20

Figure 1.2: FYP 1 Schedule

Task Name	Duration	Start	Finish
Final Year Project 1	121 days	Fri 9/13/19	Sat 1/11/20
Final Year Project 2	98 days	Tue 1/28/20	Mon 5/4/20
Chapter 4: Implementation and Testing	40 days	Tue 1/28/20	Sat 3/7/20
Chapter 5: Conclusion and Future Works	12 days	Mon 3/23/20	Fri 4/3/20
FYP 2 Report	4 days	Sat 4/4/20	Tue 4/7/20
FYP 2 Presentation Slides	3 days	Tue 4/7/20	Thu 4/9/20
FYP 2 Symposium	2 days	Thu 4/9/20	Fri 4/10/20
Modification and amendment of FYP 2	8 days	Fri 4/10/20	Fri 4/17/20
Compilation of Full FYP Report	8 days	Wed 4/22/20	Wed 4/29/20
Completed Full FYP	5 days	Thu 4/30/20	Mon 5/4/20

Figure 1.3: FYP 2 Schedule

1.9 Summary

This chapter cover the inception of this project and how this proposed project would help the target community to solve the problem they are facing. The proposed of this project is to develop an application that can allow users to always connected to the organization and events in UNIMAS.

Chapter 2 Literature Review

2.1 Introduction

This chapter discusses and reviews four similar existing system that are available in the current market in the past three years. This review will be constructed based on features, usability, strengths and weaknesses of the systems. Besides, comparison table will be used for an overall review. Furthermore, this chapter will discuss on the technology stack to develop this project.

2.2 Review on Similar Existing System

In this section, there are three similar existing system have been chosen to review, which are:

1. UNIMAS Now
2. Facebook
3. YouTube
4. WhatsApp

2.2.1 UNIMAS Now

UNIMAS Now is a university official mobile application developed by Universiti Malaysia Sarawak (UNIMAS) to deliver and improve efficiency in the delivery of information among UNIMAS community.

It is relevant to review this application because its notifications feature and events feature. This application provided a notification interface that display all broadcast news and an events interface that display all upcoming event in UNIMAS. Figure 2.1 shows the notification interface with read and unread state, while figure 2.2 shows the upcoming events interface.



Figure 2.1: Notifications Interface

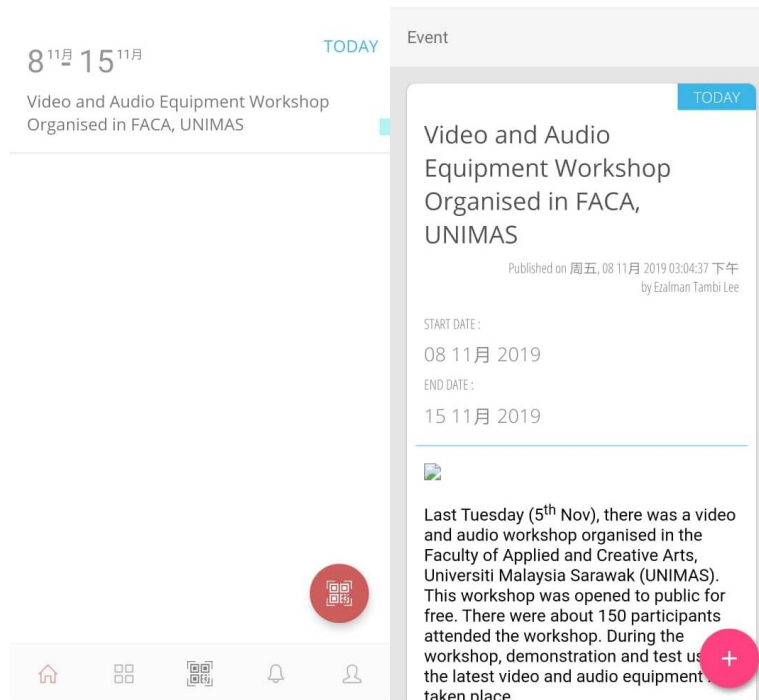


Figure 2.2: Upcoming Events Interface

In addition, this application also allows users to share information to other platforms through shareable links as shown in figure 2.3.



Figure 2.3: Share feature.

However, all the information provided are through broadcasting, every user will receive the same content as there is no option to filter the type of received information. Besides, the coverages of the information are only limited to UNIMAS official organization.

Strengths:

- User will be notified about the latest announcements and events.
- Ease of sharing information to other platforms through sharable links.

Weaknesses:

- The coverage of information provided cannot sustain the needs of its community.